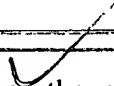## AMENDMENTS TO THE SPECIFICAITON

Please replace the paragraph beginning on page 1, line 17, with the following amended paragraph:

The transmission of data packets over a network has been a mainstay of computer technology for many years and the communication protocols used [[in]] to transmit these data packets over various networks are well established. Under conventional communication protocols, it is common for a client to initiate connection with a server and to request desired data from the server. As part of the request, the client sends information pertaining to how the data should be sent. For example, the client might include a client address, TCP port number, and so forth.

Please replace the paragraph beginning on page 1, line 35, with the following amended paragraph:

One technique for compressing packet headers is discussed in an article by V. Jacobson, entitled "Compressing TCP/IP Headers for Low-Speed Serial Links," and found at the web address http://www.cis.ohio-state.edu/rfc/rfc1144.txt. The Jacobson technique provides an elaborate and complex compression scheme that reduces a 40-byte TCP/IP (Transmission Control Protocol/Internet Protocol) packet header to a three-byte compressed header. The compressed header has an encoded change to the packet ID, a TCP checksum, a connection number, and a change mask. The hardware and/or software used to implement the Jacobson technique must perform sophisticated computations that compress the 40-byte header to the three-byte compressed header, and then subsequently decompress the compressed header to reproduce the uncompressed header.

Please replace the paragraph beginning on page 2, line 12, with the following amended paragraph:

Another technique for compressing packet headers is discussed in an article by S. Casner and V. Jacobson, entitled "Compressing IP/UDP/RTP Headers for Low-Speed Serial Links," and found at the web address http://www.cis.ohio-state.edu/rfc/rfc2508.txt. This technique reduces the 40-byte IP/UDP/RTP (Internet Protocol, User Datagram Protocol, Real-Time Protocol) header to an average of between 2 and 4 bytes generally by transmitting second order differences when one or more fields within the header change.